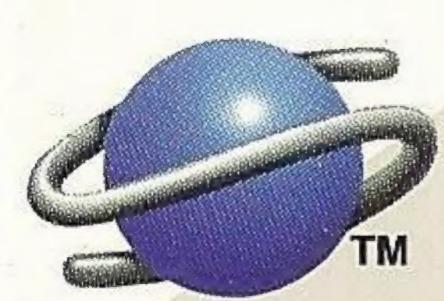


SEGA™



# SPACE HULK™

## Vengeance of the Blood Angels™



ELECTRONIC ARTS®

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

GAMES  
WORKSHOP

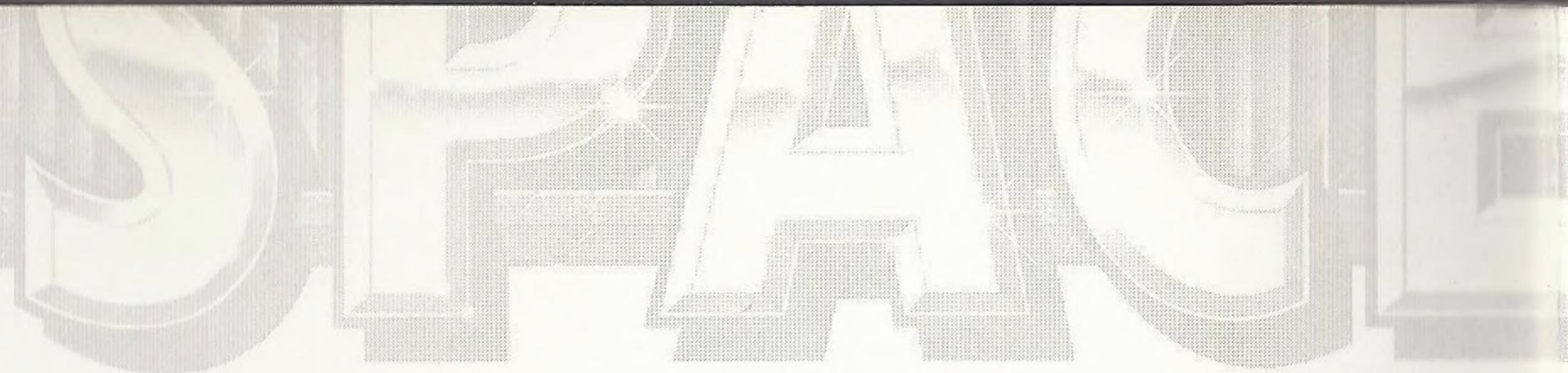
Key  
Game

TEEN



CONTENT RATED BY  
ESRB

T-5007H



## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA.<sup>TM</sup> Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN<sup>TM</sup> SYSTEM.

### **Handling Your Compact Disc**

- ◊ The Sega Saturn disc is intended for use exclusively in the Sega Saturn<sup>TM</sup> system.
- ◊ Do not bend it, crush it, or submerge it in liquids.
- ◊ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◊ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- ◊ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# SPACE HULK

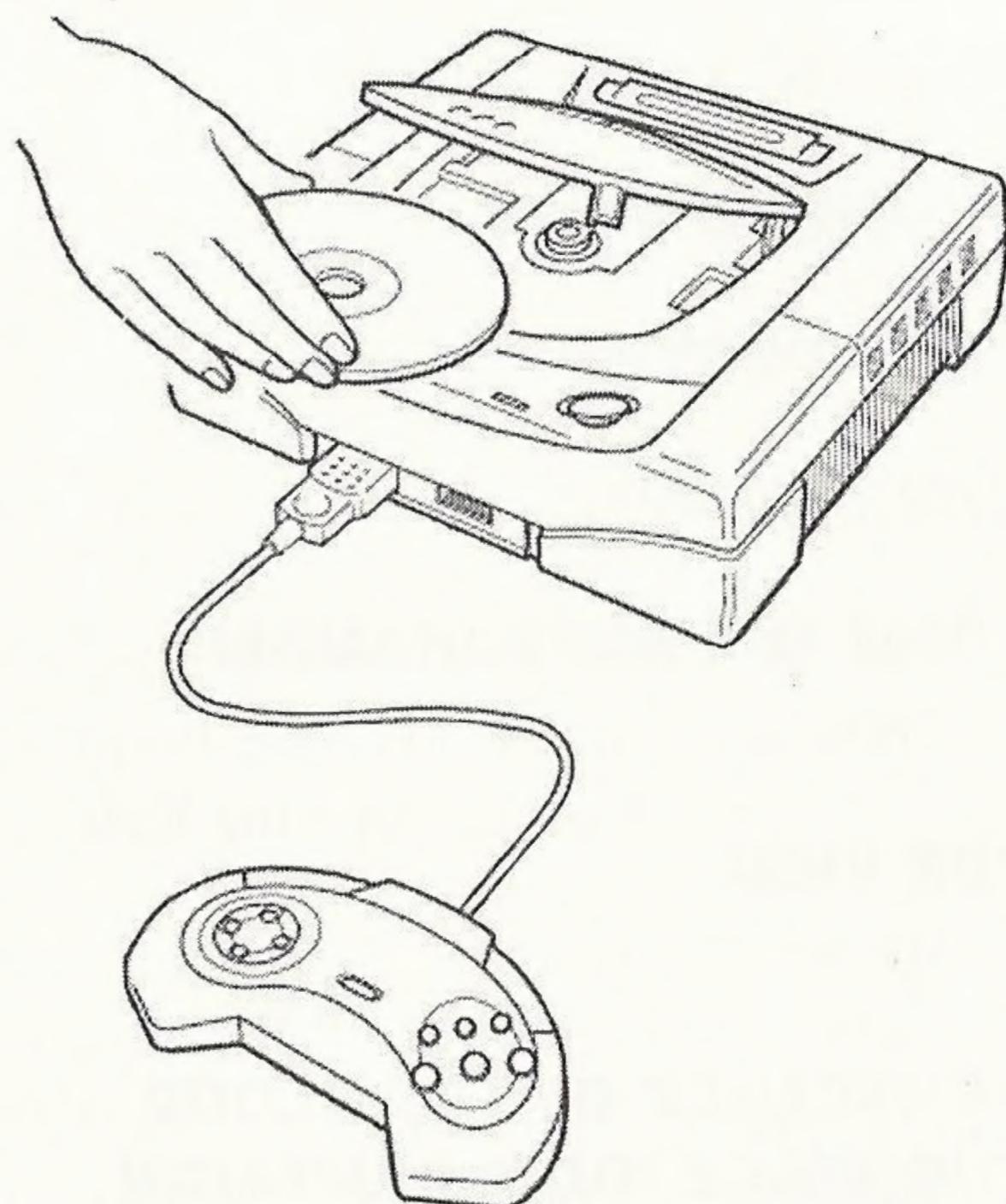
## CONTENTS

<b>STARTING THE GAME</b>	2
<b>COMMAND SUMMARY</b>	2
<b>INTRODUCTION</b>	4
<b>QUICK START</b>	6
<b>FROM THE ANTECHAMBER</b>	8
Options	9
<b>THE VIGIL</b>	9
Mission Selection	10
<b>VENGEANCE OF THE BLOOD ANGELS: THE SPACE HULK CAMPAIGN</b>	11
Saving and Loading a Campaign	12
<b>IN THE SPACE HULK</b>	14
<b>TACTICAL OPERATIONS</b>	17
Issuing Orders	20
<b>ENEMIES</b>	23
<b>WEAPONRY</b>	26
Projectile Weapons	27
<b>OBJECTS</b>	30
<b>CREDITS</b>	31

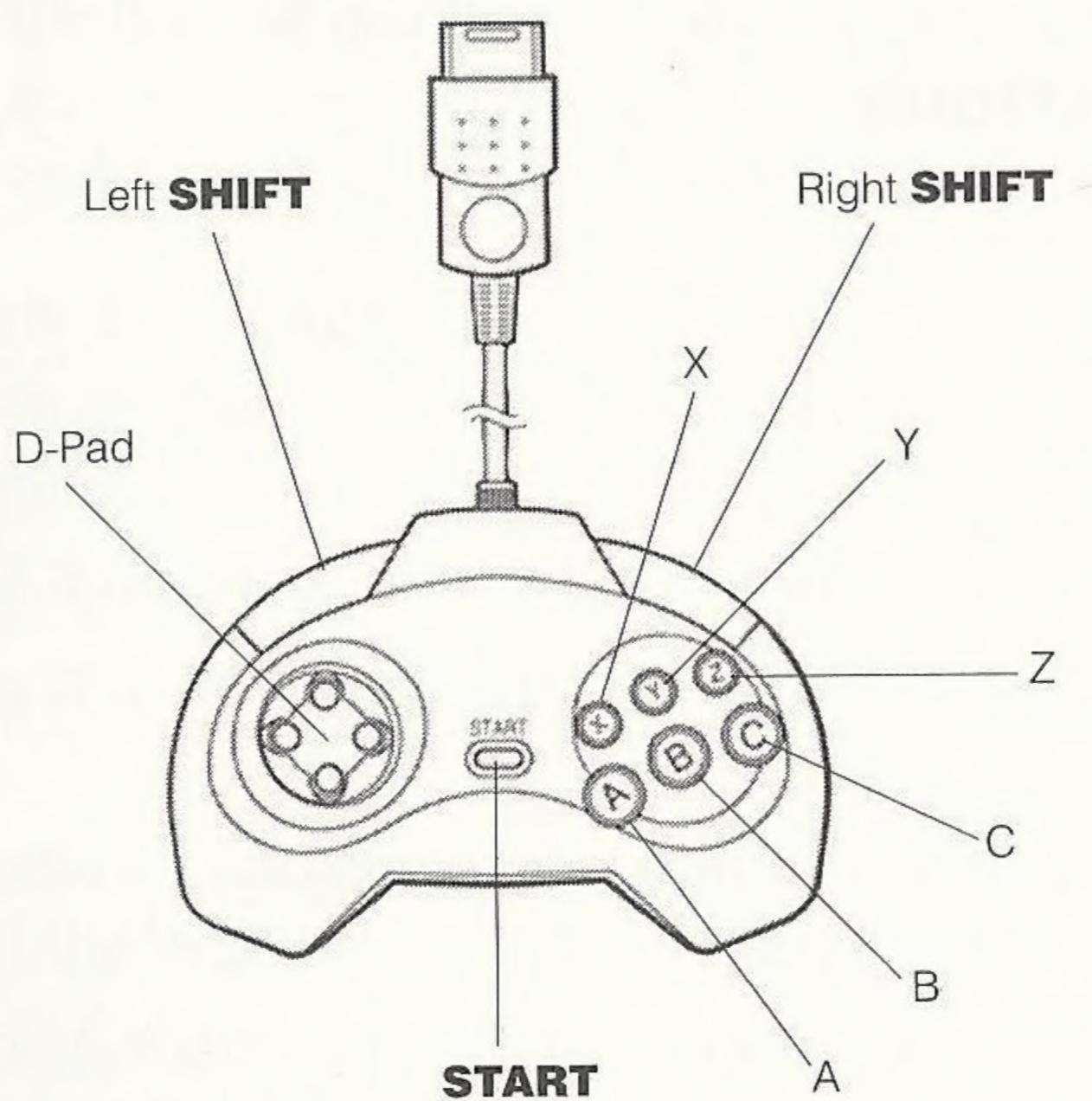


## STARTING THE GAME

1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *Space Hulk™: Vengeance of the Blood Angels* disc inside.
4. Press **START** to advance to the Game Setup screen.



## COMMAND SUMMARY



# SPACE HULK

## IN-GAME CONTROLS

---

D-Pad $\leftrightarrow$	Rotate left/right
D-Pad $\uparrow\downarrow$	Move forwards/backwards
LEFT SHIFT+D-Pad $\uparrow\downarrow$	Look down/up
RIGHT SHIFT+D-Pad	Scroll mini-scanner display
LEFT SHIFT+RIGHT SHIFT	Re-center mini-scanner display on active Terminator
RIGHT SHIFT+A	(with Assault Cannon only) Fire on full auto
START	Pause to Quit Menu
X	Freeze time and bring up Map screen
RIGHT SHIFT+X	Map screen without freeze time
A	Fire weapon 1/Strike in close combat
C	Pick up/Drop item/Open door/Close door/Cut through door (if armed with Chain Fist)
RIGHT SHIFT+A	Self-destruct (if armed with a Heavy Flamer or Thunder Hammer)

---

## CLOSE ASSAULT

---

A	Attack
B	Block/parry

---

## TACTICAL OPERATIONS CONTROLS

---

D-Pad $\leftrightarrow$	Move crosshair left/right
D-Pad $\uparrow\downarrow$	Move crosshair up/down
RIGHT SHIFT+D-Pad	Scroll around map
LEFT SHIFT+D-Pad $\uparrow\downarrow$	Zoom in/out of map
A	Issue terminator with selected command
B	Cycle through commands
C	Cycle through terminators
LEFT SHIFT+RIGHT SHIFT	Center map on selected Terminator
LEFT SHIFT+D-Pad $\leftrightarrow$	Toggle Terminator names on/off
RIGHT SHIFT+A	Delete last command issued
LEFT SHIFT+B	Reverse cycle through commands
RIGHT SHIFT+C	Reverse cycle through terminators
LEFT SHIFT+C	Select highlighted Terminator
X	Return to Action Screen

---

## INTRODUCTION

The time is the 41st millennium; for 20,000 years mankind has expanded throughout the galaxy, aided by a phenomenal invention known as the Warp Drive, which allows huge spatial distances to be traversed in a matter of hours. Under the auspices of the Emperor, a psychic so powerful he is essentially immortal, a pan-galactic Imperium has been established, in which mankind has spread and prospered. The defenders of the Imperium are the Legiones Astartes, or Space Marines, biogenetically engineered warriors of superhuman prowess, ever vigilant to destroy the many threats that face mankind across the cosmos.

You are a Space Marine, belonging to one of the oldest and most honorable Chapters known as the Blood Angels, whose battle honors date back as long as the Imperium has existed. You have acquitted yourself well, even among such heroic company, and it is thus that you find yourself assigned to the Terminator company. Among the thousand warriors that compose a Space Marine Chapter only the hundred most valorous and gifted brothers are deemed worthy enough of this honour. Terminators are the Chapter's ultimate warriors, encased in a huge armored suit known as Tactical Dreadnought armor. Protected by this mighty suit that makes them all but impervious to conventional weaponry, and armed with the most devastating weaponry available, Terminators stand in fear of no foe, no matter how potent.

Among the most insidious of mankind's enemies are Genestealers, a strange and terrifying alien race. Reptilian in appearance, they are huge, armored, six-limbed beasts, preternaturally swift and unbelievably ferocious in combat. A Genestealer knows no fear, charging into combat irrespective of any threat to its life. Incredibly hard to kill, and all too capable of inflicting death themselves, it is no surprise that Genestealers are considered one of the foremost threats to mankind's survival. However, there is another, more frightening element to their nature; Genestealers are incapable of reproducing amongst themselves, and must rely on other races to expand their population.

The method they employ for this purpose is terrifying: upon encountering a suitable host, such as a human being, a Genestealer will fix its piercing eyes upon it, mesmerizing it much like a Terran snake does its prey. While the host is thus hypnotized, the Genestealer will extend its tongue, which contains a hollow, pointed tube known as an ovipositor. It will pierce the host's skin with the ovipositor in a gruesome parody of a kiss, depositing a small egg-like cell that contains the Genestealer's genetic profile. This cell behaves like a cancer, malignantly coursing through the host's system

# SPACE HULK

and altering its genetic profile. The victim shows little outward sign of this infection—in fact, he gains some of the Stealer's remarkable strength, resilience and longevity, becoming healthier than he was before. The effect is only really evident once the victim comes to reproduce.

Once they come to mate, the offspring of any victim is born as a Hybrid, a corrupt creature exhibiting characteristics of both Genestealer and host species. The Hybrid itself is equipped with an ovipositor, which it uses in a similar manner to its Purestrain parent. This cycle continues, with each new generation of Hybrid resembling the host species more and more closely. By the time the Genestealer brood has reached the fourth generation the offspring is barely detectable as alien, save for a few give-away signs such as unnaturally sharp teeth and a purplish tinge to the skin. The offspring of this fourth generation is procreated in a conventional manner, and can result in either a Hybrid, a normal member of the host species, or a Purestrain Genestealer, the only manner in which Purestrains can be produced. All the generations are linked in a psychic community, so Purestrains, Hybrids and hosts all conceive of themselves as constituents of the same brood.

The manner in which Genestealers carry out their reproductive process is of exceptional danger to the Imperium, as whole planets can fall to the Genestealer threat; the affected humans look and act no different from normal, and the hosts are extremely secretive about the insidious curse they bear. Indeed, the first an external agency may know about the presence of Genestealers is once a whole planet has been affected by the curse, requiring total cleansing and repopulation. Imperial authorities are thus extremely keen to terminate the Genestealer menace at source, before it has a chance to affect any nearby planet.

The prime manner in which Genestealers come into contact with humanity is through the use of Space Hulks. These are spaceships of human origin which have become lost in Warpspace, either through a malfunction of the ship's Warp Drive, or just as a consequence of traveling in a medium as uncertain as that of Warpspace. The human occupants having died, Genestealers and their Hybrid brood move in, settling down to hibernation until the drifting Space Hulk comes into contact with a species ripe for infiltration and domination.

So thus it is that, whenever a Space Hulk is detected in the proximity of a human planet, the stalwart warriors of the Space Marines are detached to rid the Hulk of its Genestealer cargo, preventing any chance of another planet falling victim to the Genestealer curse. Such is the combat prowess of the Genestealer that only Terminator squads have met with any success.



That is your status and this is your mission: rid the galaxy of the Genestealer menace once and for all.

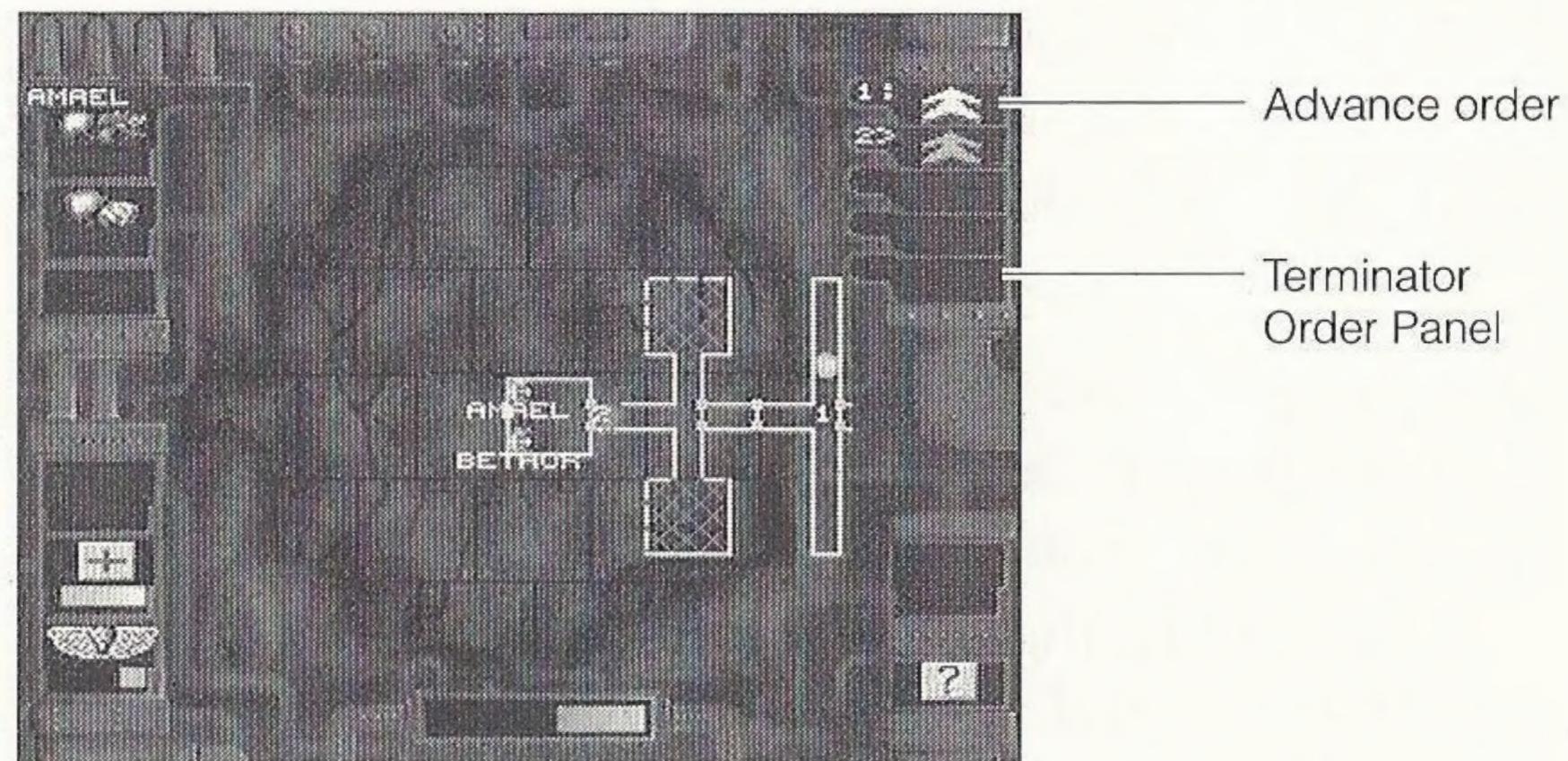
Glory to the Emperor! Death to the Genestealers!

## QUICK START

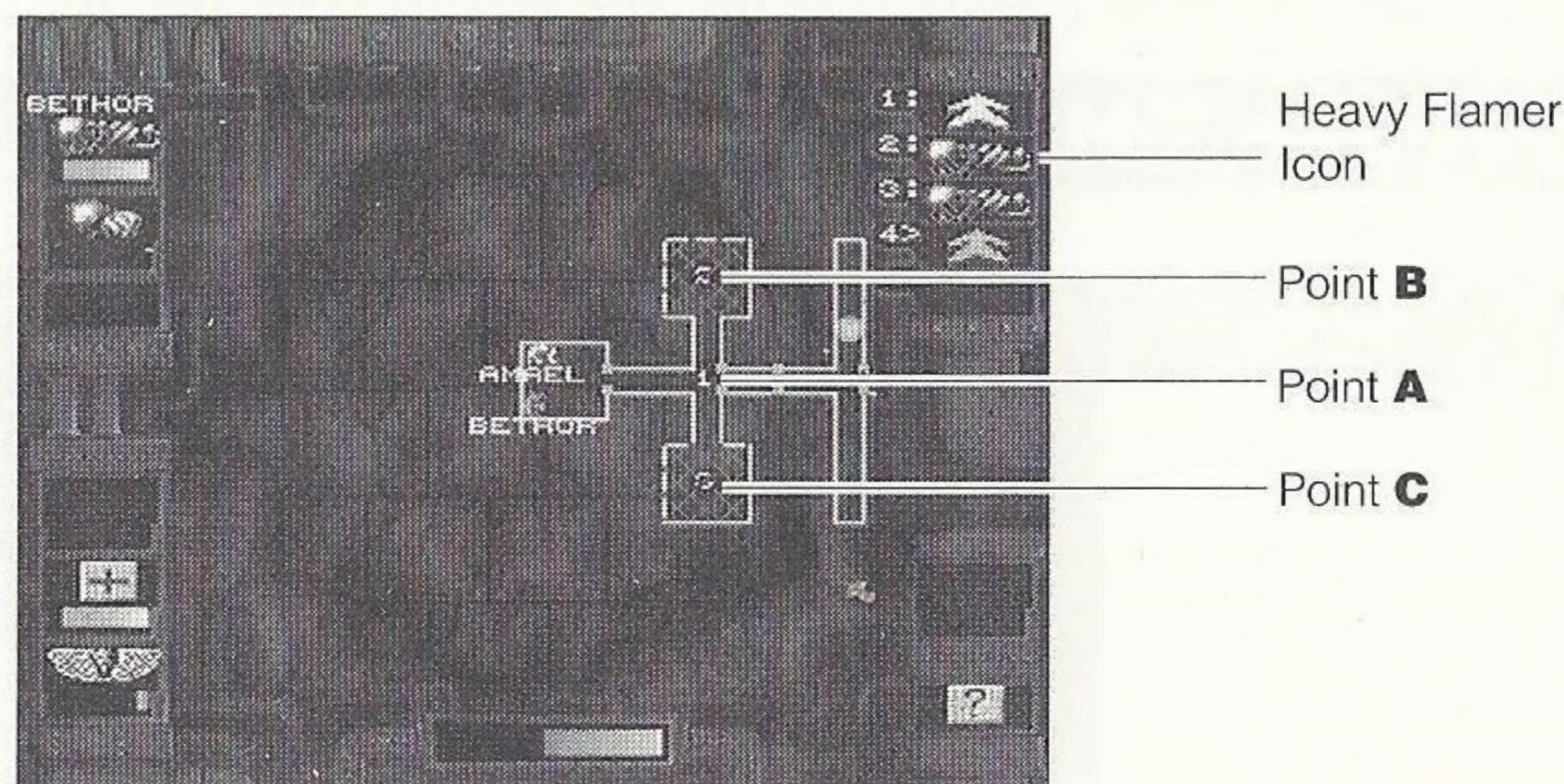
Space Hulk is a game of many parts, requiring both arcade and tactical skills. Due to the detailed gameplay it may initially be confusing as to what is going on. This section will walk you through the first mission, a relatively simple quest where you will learn some of the skills required in the game.

1. Press **START** to leave the loading screen. You will find yourself at the Antechamber, where the left-hand door will be open. Press **A** to walk through it into the Vigil, where **TRAINING** will be highlighted.
2. Press **A** again to bring up the **TRAINING** mission numbers, where **PURGE AND RETRIEVE** will be highlighted. Press **A** again to hear the mission briefing, which will tell you that Amael and Bethor must reach the other end of the Space Hulk, picking up a relic and setting fire to some rooms on the way.
3. Press **A** to start the mission. You are now controlling Terminator Amael. His role is to collect the relic. Pressing **X** while in the game will do two things; freeze the game (for a limited period of time, indicated by the bar on the bottom of the screen) and bring up your Tactical Map screen, where the relic is displayed as a yellow dot. Press **X** again to return to the Action screen.
4. Using the D-Pad, move your Terminator towards the relics position; **UP** will make your Terminator walk forward, and **LEFT** and **RIGHT** will rotate your Terminator in the respective direction. The MiniScanner in the bottom left corner of the screen will help you as you look for the relic.
5. The first obstacle you will encounter is a closed door. Pressing **C** when you are standing next to the door will open it, allowing Amael to continue in his quest. Once you have found the relic, move close to it and press **C** to pick it up. The relic icon will appear in the bottom right part of the screen to show that you have picked it up.
6. You now have to move Amael to the Space Hulk's exit. This is best done from the Tactical Operations screen, so press **X** to return there.

# SPACE HULK



7. The cross-hatching at the right-hand side of the Map represents the exit. Position the cursor on the cross-hatching and press A. This will issue Amael with the Advance order, which means that as soon as the game resumes he will walk to that point automatically. You will know that the order has been issued when the number 2> appears in the Terminator's Order Panel in the top right of the screen.
8. Once you have issued Amael with the command, press C to take control of Bethor. His mission is to flame the four cross-hatched rooms on the Scanner. This is a good opportunity to practice using the Orders function.



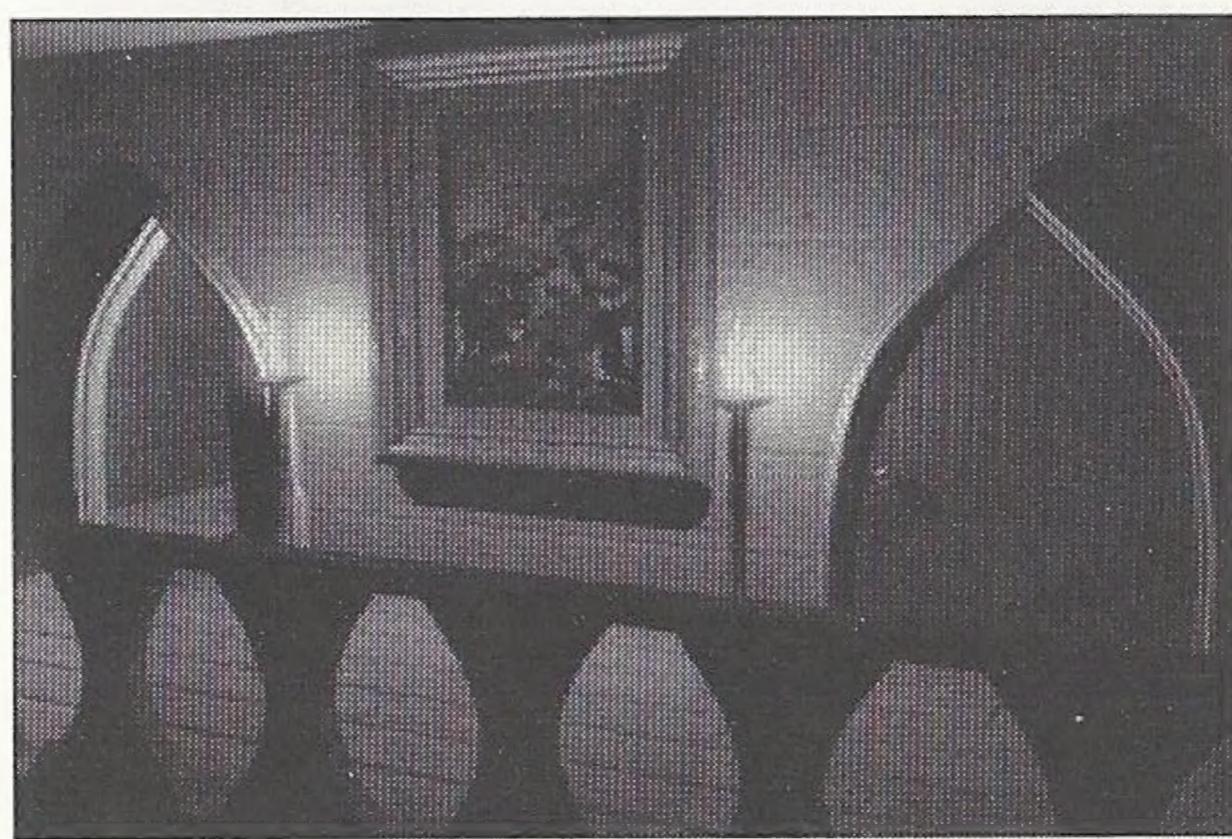
9. Position the cursor at point **A** in the above screenshot and press A to order Bethor to advance to this point. Note that he will not move until you return to the game screen, or your allocation of Freezetime runs out. Having given this first 'movement order,' you need to order him to fire when he reaches his objective. Cycle through the Orders list by pressing B until the Heavy Flamer icon appears. Position the cursor at point **B** and press A. This will order Bethor to fire his Heavy Flamer at that point. Repeat the procedure at point **C**. Now press X to return to the Action screen, and watch as Bethor carries out the orders you have issued him.



10. Once Bethor has flamed the two rooms, he still has to do the same with the other two rooms. You should now be able to order him to do this; press **X** to return to the Tactical Operations screen and follow the same procedure as above.
11. Once you have got Bethor to flame all four rooms, direct him to the same position as Amael to complete the mission. If you go wrong at any point, press **START** to bring up the Quit option. Quit the mission and start again, following the instructions above. It should not be long before you feel comfortable with the basic controls, and can try your hand at the other Training missions.

**NOTE:** A word about Close Combat: Genestealers are deadly opponents. Do not let them get too close, or they will tear you asunder, even despite your Terminator armor; it is far better to kill at long range if you can. However, should you find yourself face to face with a Genestealer, take heed of this advice: First, offer a prayer to the might of the Emperor, for your chances of survival are slight, Next, watch for the Genestealer's lightning fast strike, and attempt to parry his wickedly sharp claws. Finally, when the opportunity presents itself, attack back with your Close Combat weapon.

## FROM THE ANTECHAMBER



You find yourself in an ancient stone passageway deep within the more remote areas of the Chapterhouse. The walls are hung with tattered battle honors dating back thousands of years, and suffused with the flickering light of guttering candles. Few have been deemed virtuous enough to tread this far, worthy of the honor of wearing one of the revered suits of Terminator armor into battle. Two doors stand before you; the left-hand one leads to the sanctum of the Chapter's Techmarines, where the Initiate can be trained in the intricacies of Terminator control, or receive a simulated

# SPACE HULK

experience of battle against the fearsome Genestealers. To the right stands the door that will take you into the presence of the Blood Angels Commander, veteran of a hundred such battles, to be briefed in your next mission against the enemies of the Imperium.

If you have no prior Terminator experience, you should report to the Librarian for training. Select the left-hand door with the D-Pad and press **A**. You will now face the Vigil.

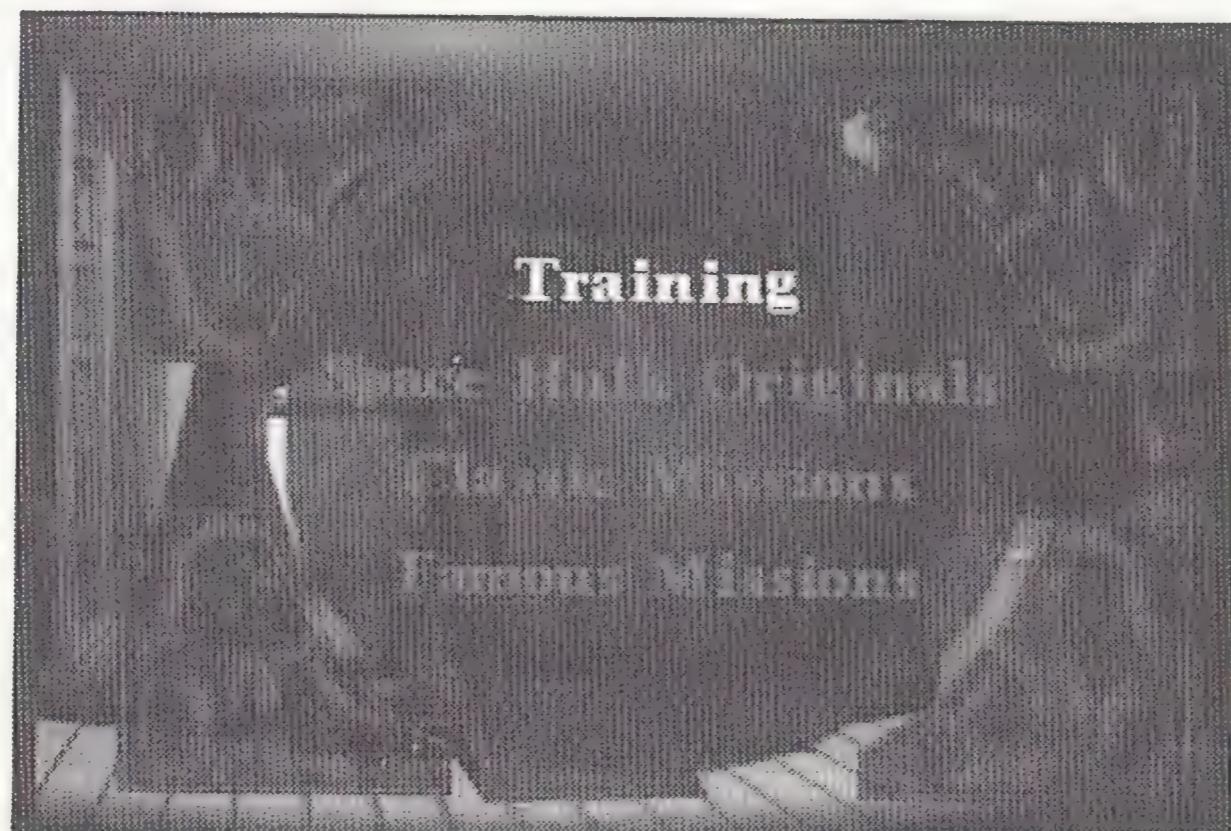
## OPTIONS

It is also possible to access the options menu from the Antechamber. Press **X** and the options menu will appear, with the following options:

➤ SFX	ON/OFF
➤ MUSIC	ON/OFF
➤ SPEECH	ON/OFF
➤ SOUND	MONO/STEREO
➤ DIFFICULTY	EASY ↔ HARD

Press the D-Pad **↑↓** to select an option. Pressing **A** modifies the selected option, and highlighting **EXIT** and pressing **A** returns you to the Antechamber. The Difficulty option is a sliding bar: D-Pad **↔** to change this setting.

## THE VIGIL



In the Ministorum of the Blood Angels there is a chamber steeped in the history of the Chapter, tended by the mightiest Librarians, psychic brothers charged with preserving the spiritual sanctity of the Chapter. Only the most worthy Space Marines are permitted entry. Those applicants who wish to bear the honour of Terminator Armor must first undergo the Vigil, a state



of deep psychic trance that allows the Space Marine to experience the lives and actions of the greatest warriors that have served the Chapter. During the Vigil, the Space Marine will experience visions and dreams of past glories and defeats, allowing him to take command of long-dead warriors as they fight on through eternity. If the Initiate is accepted by the spirits of his ancient brethren, he will emerge a full day and night later, a newly ordained Space Marine Terminator ready to face real combat.

## MISSION SELECTION

### Training

These are four missions designed to familiarize you with the realities of Combat and Command inside a Space Hulk (see the *Quickstart* section for more information)

### Space Hulk Originals

This option gives you the chance to play missions from the original Space Hulk tabletop game.

### Classic Missions

Classic missions are a selection of missions from the original PC Space Hulk game by Electronic Arts.

### Famous Missions

The so-called Famous missions chronicle the achievements of the most heroic Terminators of times past. Mastery of these missions will prepare you for the ultimate challenge you will face in the Campaign. Note that, when you finish a mission, you are presented with a screen full of statistics. The stats on the far left are the historical ones; that is the time in which the historical squad finished that mission. In the middle are the stats you have just achieved, while in brackets to the right are your saved best statistics. These are saved on an individual basis; for example, if you kill a record number of Genestealers in a mission which is otherwise unremarkable, that number of kills will be saved. You can erase saved statistics by holding down **LEFT SHIFT+RIGHT SHIFT** and pressing **A** while on the statistics screen.

Once you have selected the type of training mission you wish to play, press **A** to reveal a submenu of all the missions of that category. Select the name of the mission you wish to attempt with the D-Pad and press **A**. A map of the mission area appears behind the on-screen text, allowing you a glimpse of the battlefield whereupon the honour of the Blood Angels will be won or lost. You can scroll around this area by holding down **RIGHT SHIFT** and

# SPACE HULK

using the D-Pad. A voice-over will inform you of the mission objectives. If you feel that the mission is within your capabilities, press **A** again to be taken to the Space Hulk (see *In the Space Hulk*). If you wish to hear the mission briefing again press **X**. If you decide that you don't want to play that mission, press **X** while the mission briefing is being spoken to bring up the submenu, and select another mission with the D-Pads. Further presses of **X** will take you back through the various menus.



If you successfully complete a mission you will be offered the chance to attempt the next mission in the series. Select Play next mission and press **A**.

If you fail a mission you will be asked if you wish to try to lead the Blood Angels to victory again. Select the Replay last mission option and press **A**. If you feel you have trained enough, highlight the Select another mission option and press **A**. You will return to the antechamber.

## VENGEANCE OF THE BLOOD ANGELS: THE SPACE HULK CAMPAIGN

You emerge from the Vigil, weary but proud. You have trained long and hard, honing your skills to the point that you are deemed trustworthy and adept enough to represent the Blood Angels Terminators on the battlefield. You are donning your suit under the watchful eye of a Techpriest when a dolorous alarm resounds through the room, indicating that the Blood Angels Commander is summoning you for your first briefing. Steeling your jaw, you stride towards his chambers, the Techpriest frantically trying to tighten the last few seals as you go.

Return to the Antechamber by pressing **X** from the Vigil main menu. Select the right-hand door using the D-Pad, and press **A**. You will enter the Commander's chambers to receive your first combat briefing.



Even though to be a Terminator is to rank amongst the most fearsome warriors of the Blood Angels Chapter, you will commence the Campaign as the lowliest member of the Terminator squad, and hence will have no command over the actions of your fellow Terminators. Instead, you will be issued orders by the Squad Leader, which you will hear verbally as you progress through the mission. A red arrow will appear on the MiniScanner, indicating where you have to go to perform the order, and a red square appears at the precise location the order has to be performed.

Once you have finished or failed a mission, you are presented with the same options as with a Training mission, i.e. to replay the mission or progress to the next one, depending on your success.

## **SAVING AND LOADING A CAMPAIGN**

If you have successfully completed a mission, you are offered the chance to save your progress.

### *To Save a Campaign:*

1. Select the Save Game option and press **A**. The Save Game screen appears.
2. Highlight a FREE slot and press **A** to save a completed campaign.  
➤ If you have a Sega Saturn Backup RAM cartridge, D-Pad  $\leftrightarrow$  to highlight CARTRIDGE. Press **A** to switch to the Cartridge, then press **A** again to save to the RAM cartridge.

The next time you enter the Commander's chamber, you will be able to select and play the mission that follows the last one you completed before saving.

# SPACE HULK

## *To Load a Saved Campaign:*

1. Select the right chamber door, and press A.
2. Highlight LOAD GAME, and press A.
3. D-Pad  $\leftrightarrow$  to highlight either CARTRIDGE or SYSTEM (depending upon where you saved the campaign).
4. Select the name of the campaign you want, and press A.

There are several key differences in the Space Hulk Campaign to the Training missions. One of the most important is that you can only directly control the Terminator suit that you are in; there's no jumping from one Terminator to another as in the Training section. For you as player, it is thus of absolute importance that you stay alive, as the mission will end in failure if you get killed. Another important point is that, when you start a new mission, you only have the Terminators who survived the last mission under your control; in the real world, when a Terminator is killed, he stays dead. It is therefore of key importance that you seek to preserve your squad as much as possible while completing missions, otherwise you will find yourself with only one Terminator trying to perform an impossible task. Fortunately, more Terminators are teleported aboard the Hulk at certain times, so a low level of attrition is acceptable. Campaign missions which result in your squad reaching a teleporter, and thus receiving reinforcements, show the objective area as yellow cross-hatch instead of red cross-hatch.

The Blood Angels Campaign is the ultimate Space Hulk challenge, full of the most devious enemies and testing missions. Complete it and your name will be immortalized as one of the Blood Angels' most heroic warriors. Fail, and millions will perish. Pray that your skills were well developed in the Vigil, for you will receive no quarter once you face the might of the Genestealers at close hand.

## IN THE SPACE HULK



Once you enter the Space Hulk you will find yourself staring out through the visor of your Terminator suit. From now on the honour of your chapter depends upon your every move. The actions you may perform are as follows:

### Movement

Your first priority will be movement around the Space Hulk. This is performed as follows:

**Rotate Left or Right:** D-Pad  $\leftrightarrow$  to rotate your Terminator suit in the respective direction.

**Advance/Retreat:** D-Pad  $\uparrow\downarrow$  causes your Terminator suit to walk forward/backward.

**Look Up:** Holding down **LEFT SHIFT** while pressing **DOWN** on the D-Pad will rotate the top half of your Terminator suit to face upwards, allowing you to look and shoot at the ceiling.

**Look Down:** Holding down **LEFT SHIFT** while pressing **UP** on the D-Pad will rotate the top half of your Terminator suit to face downwards, allowing you to look and shoot at the floor.

**Aim:** You can rotate left or right more slowly, allowing you to aim at Genestealers who are just in view around a corner. This is done by holding **LEFT SHIFT** and pressing **LEFT** or **RIGHT** on the D-Pad.

# SPACE HULK

## Combat

It will not be long before your Terminator encounters hostiles. You will have to use one of your array of weapons to deal with them in a righteous manner. Control of these weapon systems is as follows:

**Shoot Weapon 1:** Pressing **A** will fire the Terminator's projectile weapon, usually a Storm Bolter, in the direction you are facing. In close combat, pressing **A** will cause the Terminator to try and hit his enemy with his close combat weapon, which is usually a Power Glove.

**Shoot Weapon 2:** Some Terminator's are armed with a Grenade Launcher as a secondary projectile weapon. This can be fired by pressing **B**.

**Parry:** When in close combat pressing **B** will cause your Terminator to attempt a parry, warding off the slash of a Genestealer's claws.

**Self Destruct:** If your Terminator is carrying a Thunder Hammer or a Heavy Flamer you can self-destruct the weapon in a huge explosion by holding down **RIGHT SHIFT** and pressing **A**. You will be instantly killed, but your sacrifice may be justified by the casualties you inflict upon the foe.

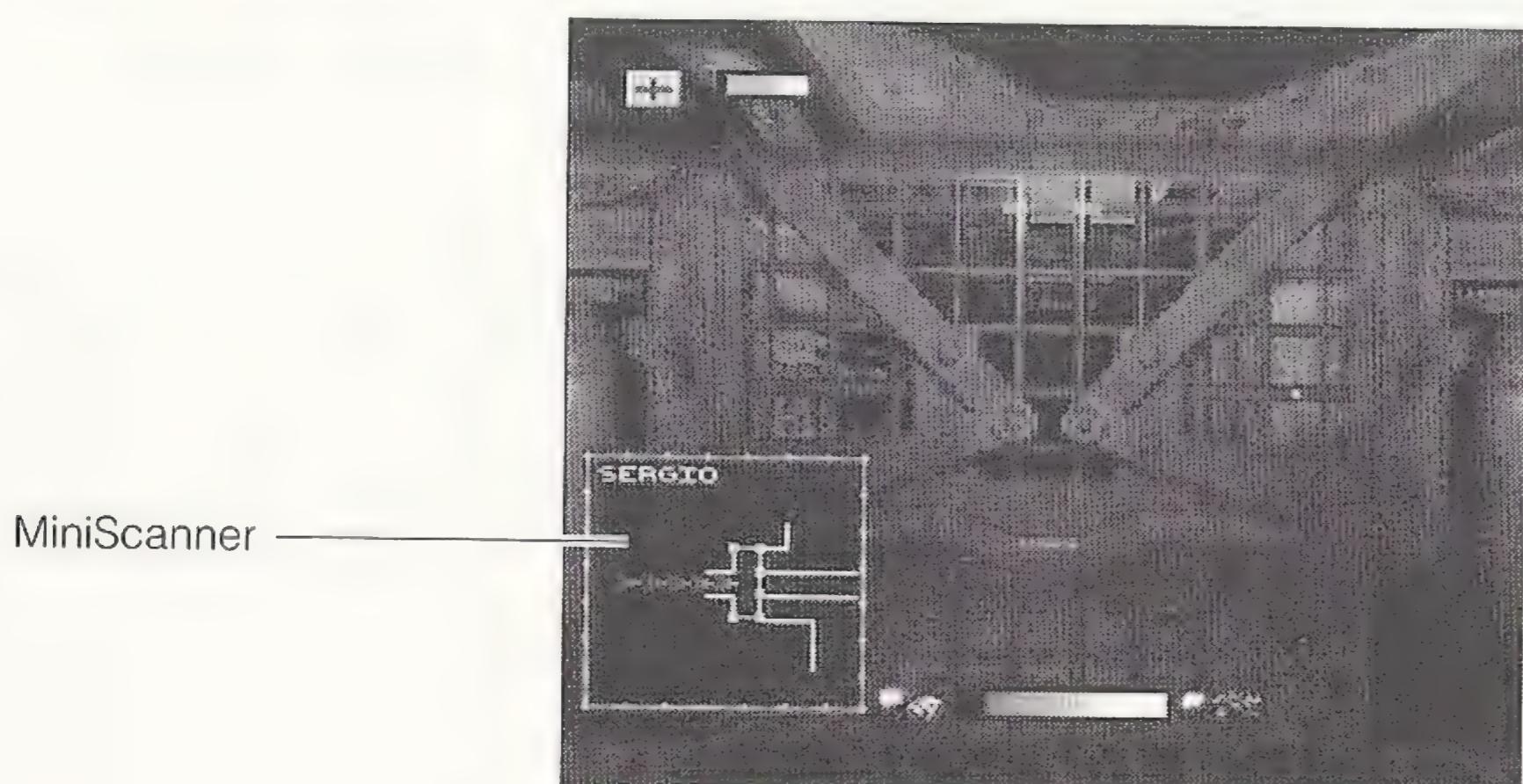
## Actions

Some missions require certain objects to be moved from one place to another, or certain doors to be shut to stem the wave of attacking Genestealers. These actions are performed as follows:

**Open/Close/Cut Through Door:** If your Terminator is facing a functional door, pressing **C** will cause the door to open or shut. If your Terminator is armed with a Chain Fist pressing **C** will allow you to use it in an attempt to cut through a jammed door or a bulkhead.

**Pick Up/Drop:** If your Terminator is carrying an object you can put it down by pressing **C**. If you are not carrying anything and are standing next to an object you can pick it up by pressing **C**.

## MiniScanner

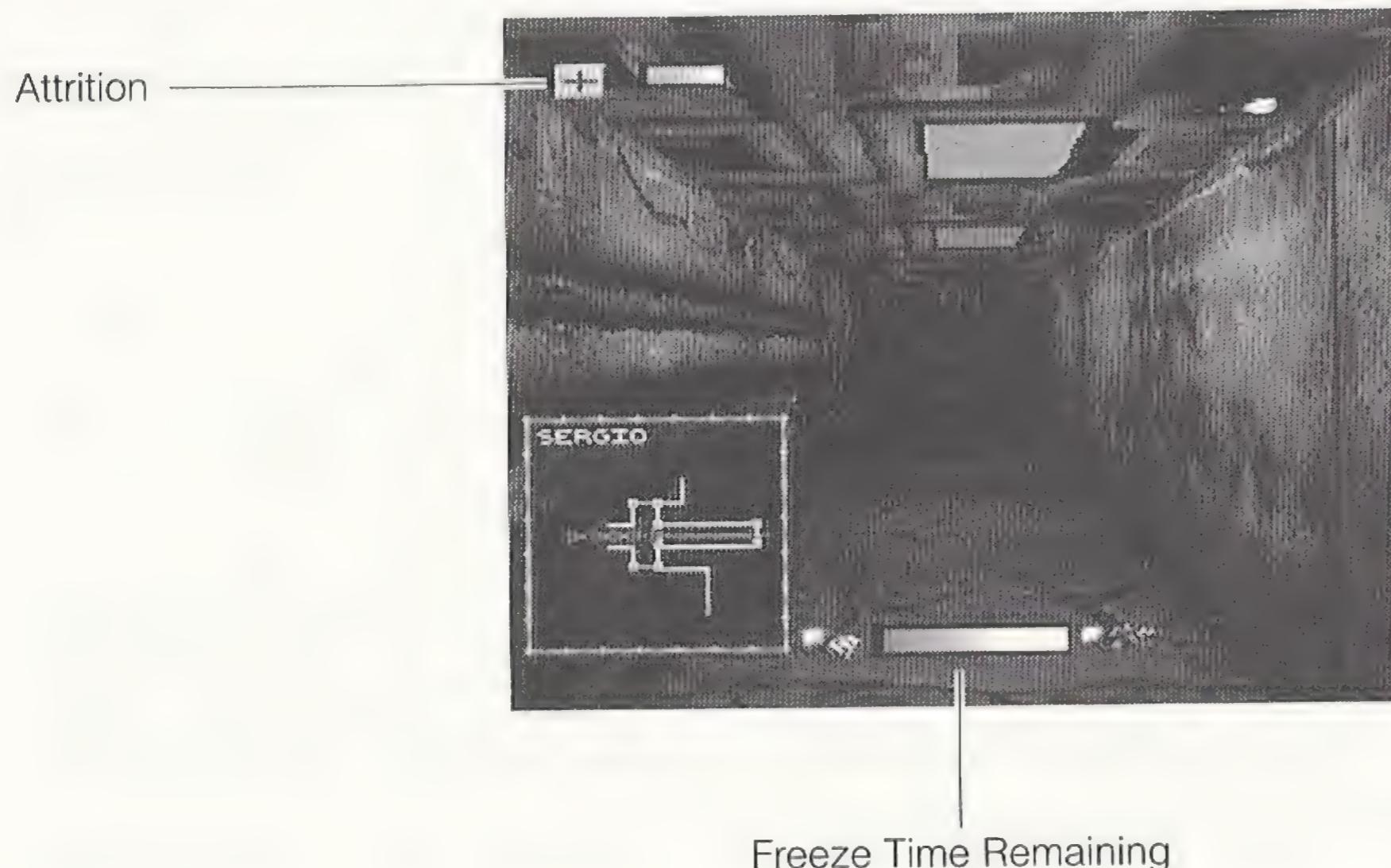


In the bottom left corner of your visor you will see a MiniScanner displaying the area around your Terminator. Fellow Terminators appear as light blue icons, whereas members of the alien scourge appear in red. Objects appear on the Scanner as yellow circles. For more information consult *The Map Screen* section. The MiniScanner can be manipulated as follows:

**Move MiniScanner Display:** You can look at more distant areas of the Hulk by holding down **RIGHT SHIFT** and moving the D-Pad. This will move the MiniScanner display accordingly, allowing you to scout out objectives and the presence of enemies.

**Reset MiniScanner Display:** Once you have moved the MiniScanner around you will probably want to reset it to focus on your Terminator. You can achieve this by pressing **LEFT SHIFT+RIGHT SHIFT** together.

## Information Bars



To the right of the MiniScanner you will see the following information displayed:

**Freeze Time Remaining:** This displays the amount of time you can spend in Freeze Time (see Freeze Time section).

**Inventory:** On either side of the Freeze Time bar are displayed the weapons you have on your left and right arms respectively.

**Attrition:** In the top left of the screen is displayed the attrition bar. Attrition is caused by exposing your Terminator to damage from fire and enemy Bolter shells. If your attrition bar is completely depleted your Terminator will die. Your Attrition bar will slowly restore itself as long as you are not being subjected to harmful attacks.

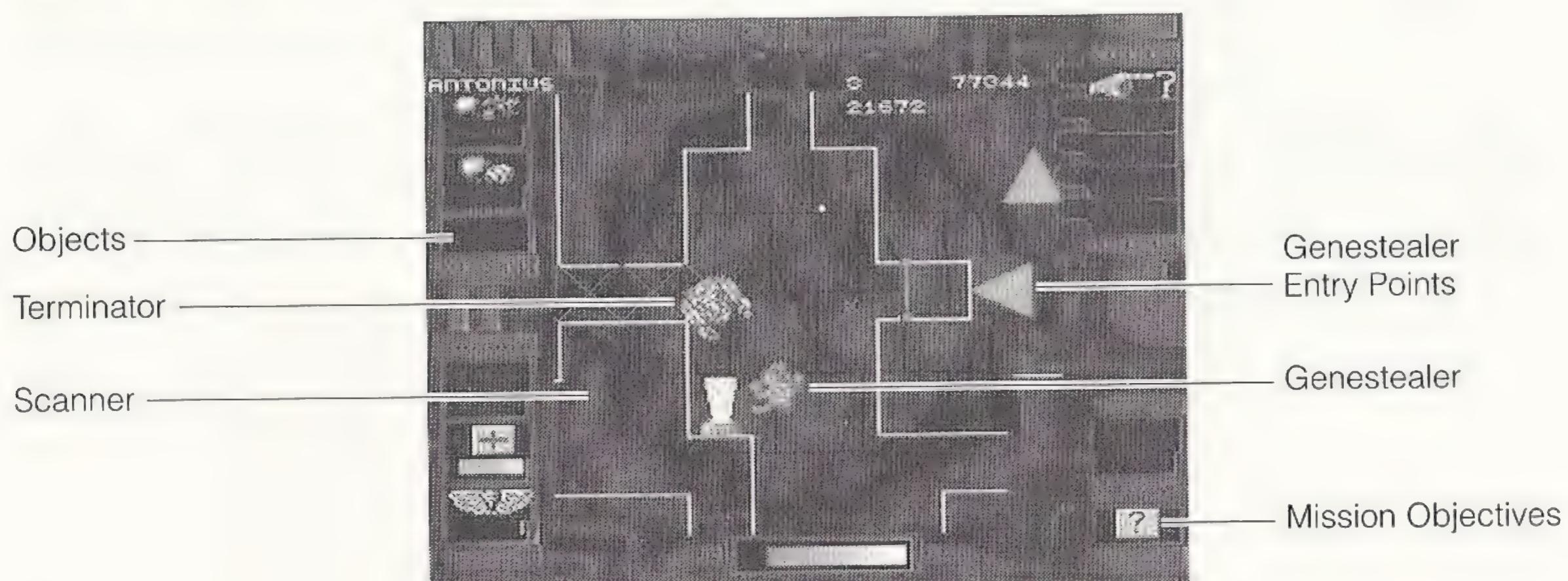
**Experience:** Below the Attrition bar is the Experience bar. Whereas all Terminators are battle-hardened and experienced warriors, some have seen so much action that they are even more proficient than normal. Terminators with a high level of experience are more adept in Close Combat, and generally harder to kill all round. In the Campaign section, Terminators who survive a mission become more Experienced as a result, making them tougher in future missions. In the Vigil section, some Terminators will be more Experienced than others, allowing you to use these more able Terminators for the more demanding tasks.

## Freeze Time

At some point you are going to wish to suspend the frantic action to marshal your thoughts. *Space Hulk* employs a restricted pause option called Freeze Time; pressing **X** will pause the game and bring up the Tactical Operations screen, but only for a limited time. The bar at the bottom of the screen indicates how much Freeze Time you have remaining before the game automatically resumes. This means that you have to be quick and decisive when issuing orders to your fellow Terminators. Once you return to the fray you will slowly accrue more Freeze Time, indicated by the Freeze Time bar slowly increasing. Should you run out of Freeze Time while in the Tactical Operations screen the game will start regardless. Pressing **X** again will take you back to the Action screen.

## TACTICAL OPERATIONS

When you activate Freeze Time you are taken to the Tactical Operations screen, from where you can issue orders to and access information on your fellow Terminators. The following information is displayed:



## Scanner

The Scanner shows the entire Space Hulk. It can be scrolled around by holding down **RIGHT SHIFT** and moving the D-Pad. You can Zoom in or out of the Scanner by holding **LEFT SHIFT** and pressing the D-Pad  $\uparrow\downarrow$ . Pressing **LEFT SHIFT+RIGHT SHIFT** together will re-center the Scanner on your active Terminator. The key to the scanner is as follows:

**Red Arrows:** These are Genestealer entry points, collapsed corridors leading to the Genestealers' dwelling areas. Whenever these are present, you are facing an essentially unlimited number of enemies, as every so often a new enemy will enter the Space Hulk from one of these points.

**Red Cross-hatching:** These are the Objective Areas. Most missions require you to get your Terminators to certain points, or deposit or retrieve objects at certain points. These locations are signified by crossed diagonal lines.

**Yellow Circles:** Yellow circles denote an object, which may be extra ammunition or a mission requirement.

**Light Blue Icons:** These are the Space Marine Terminators under your control.

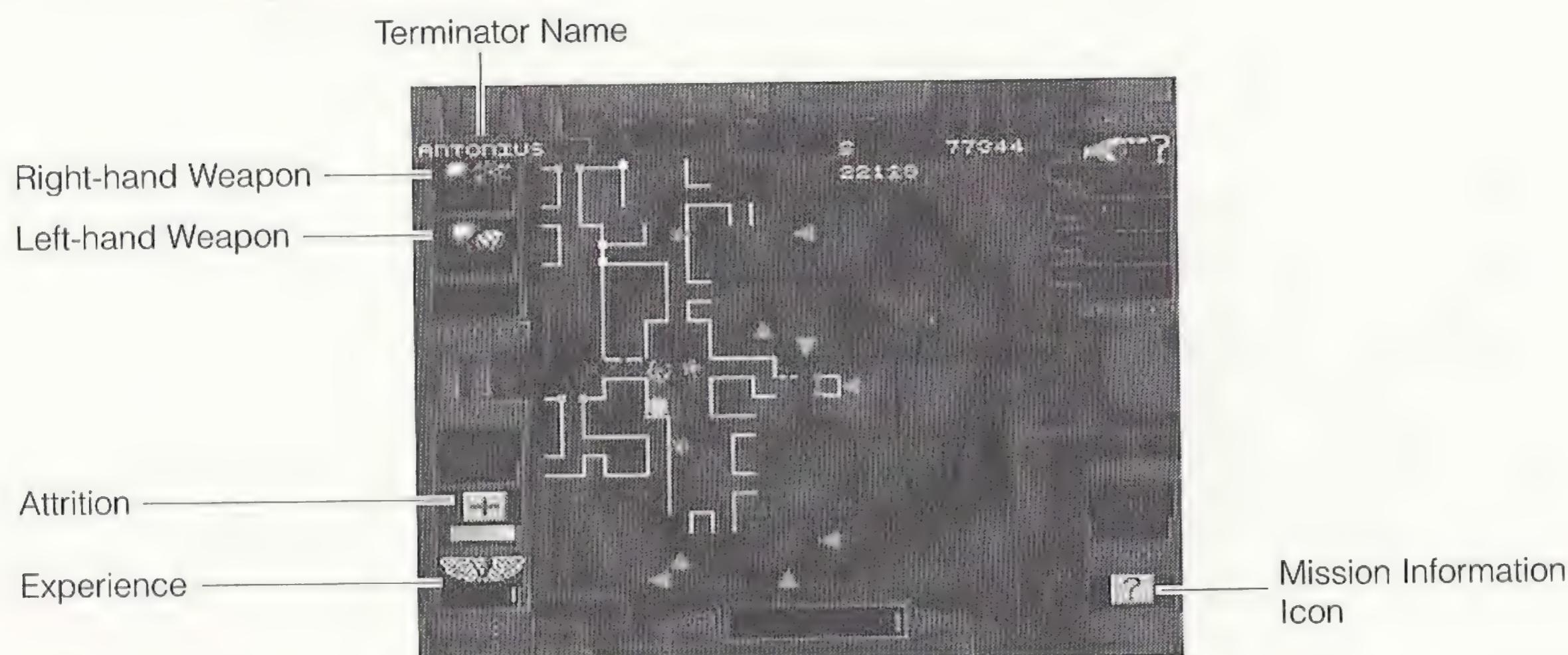
**Pink Icons:** These are individual enemies hell-bent on the destruction of your squad.

**Doors:** Doors appear as thick lines across corridors. They are color-coded as follows:

<b>Gray</b>	Normal door, may be opened by Terminator or Genestealer.
<b>Red</b>	Only Genestealers can pass through red doors
<b>Green</b>	Bulkhead. These doors cannot be opened, and need to be destroyed by Chain Fist or Projectile Weapon.
<b>White</b>	Only Terminators can open and shut these doors, although Genestealers can break through them on some occasions.

There are some doors which Terminators can only pass through one way; if they need to go back through it, they will have to destroy it, though this will take a long time. One-way doors are indistinguishable from other doors.

## Terminator Status Panel



This is to be found at the top left of the screen. It displays the following information:

**Terminator Name:** The name of the active Terminator.

**Right-hand Weapon:** The weapon the Terminator is carrying in his right hand. This is usually a projectile weapon. Any reloads the Terminator is carrying will also appear here.

**Left-hand Weapon:** The weapon the Terminator has in his other hand. This is always a close combat weapon, although sometimes a Terminator will carry a Grenade Launcher mounted on his Power Glove.

## Terminator Order Panel

This is found at the top right of the screen, and lists the orders the Terminator has been issued with. For more information see *Issuing Orders* on p. 20.

## Status Bars

The status bars for the active Terminator are at the bottom left of the screen. They give the following statistics for the active Terminator:

**Attrition:** Attrition is the amount of damage a Terminator can take before dying. See *Attrition* in the Space Hulk section for more information.

**Experience:** Terminators with more Experience are tougher and better fighters than other Terminators. See *Experience* in the Space Hulk section for more information.

## Information Panel

The Information Panel, located at the bottom right of the screen, offers you the chance to remind yourself of the mission objectives and the orders you have issued the active Terminator.

**Mission Information:** Moving the cursor to this icon and pressing **A** will give you a spoken summary of your mission objectives.

**Terminator Orders Information:** In the Campaign missions you will start off as a junior member of the Terminator squad, and hence will be following the orders issued by the Squad Leader. To recap on the orders you have been given, press **A** at this icon. Note that it will only appear until you are promoted to Squad Leader.

## Freeze Time Bar

Located at the bottom of the screen, the Freeze Time bar shows how much more time you can spend in Freeze Time before the game automatically resumes. For more information see the *Freeze Time* section on p. 17.

## ISSUING ORDERS

No matter how skilled an individual Terminator may be, on his own he stands no chance against the horde of enemies he is likely to encounter on the Space Hulk. Massively outnumbered, he will be assaulted from all sides by enemies faster and more agile than he, trying to stem their flow with just a Storm Bolter and a Power Glove. Success on board the Space Hulk relies on inspired leadership, close teamwork, and iron discipline: to uphold the honour of your Chapter you must become a master tactician as well as heroic warrior.

## The Ordering Procedure

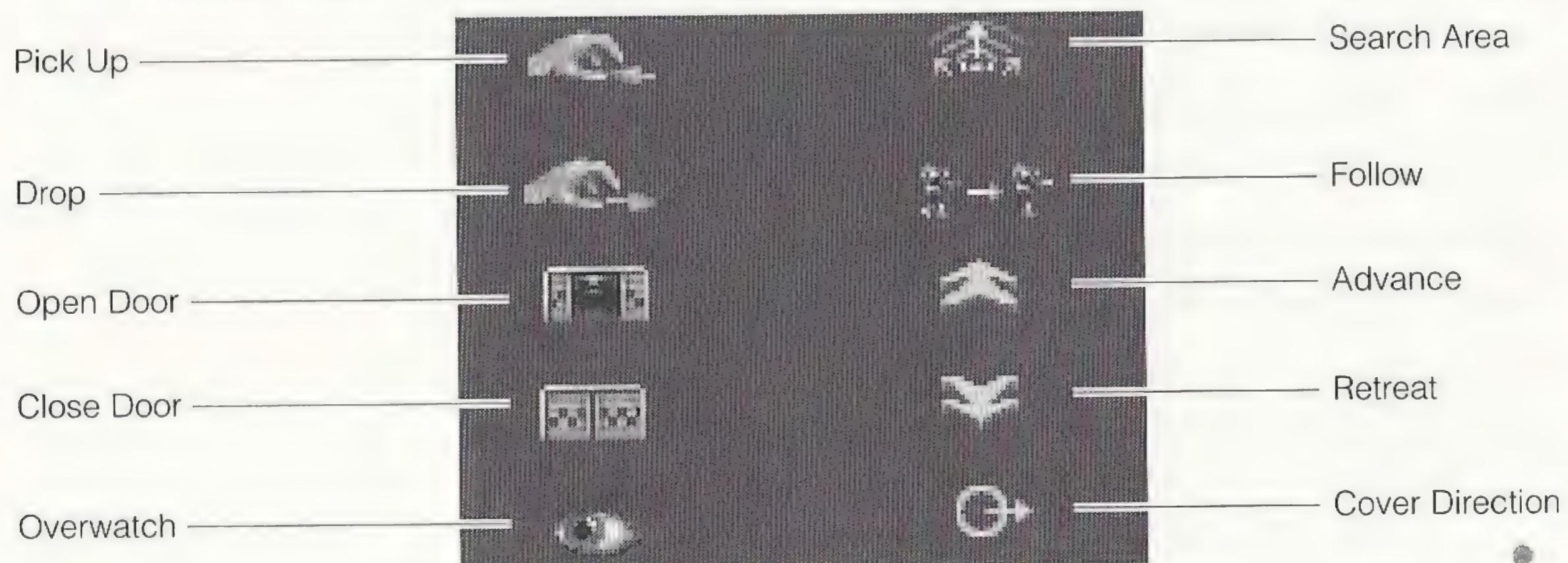
*The process of issuing orders is as follows:*

1. Cycle through your squad of Terminators by pressing **C**: the name of the active Terminator is displayed next to his icon on the Scanner, while information pertaining to him appears in the Terminator Status Panel and Status Bars. You can cycle through your Terminators in reverse by holding **RIGHT SHIFT** and pressing **C**. To select the Terminator under the crosshair, hold **LEFT SHIFT** and press **C**.
2. Having selected the Terminator you wish to command, you will see the number **1>** appear in his Order Box, with the Advance order symbol (an upwards arrow) beside it. Cycle through the orders list by pressing **B**. As with Terminator selection, holding **LEFT SHIFT** and pressing **B** will reverse the cycle through the orders.

# SPACE HULK

3. If the order you wish to issue is location-specific (such as the Advance order), move the cursor using the D-Pad to the point on the Scanner to which you wish your Terminator to move, search, etc. A numbered waypoint, corresponding to the order you are issuing, will appear on the Scanner.
4. Press **A** to issue the order you have selected. The number **2>** will appear below your already issued order, allowing you to issue another order. The Terminator will perform this order once he has completed the first order. You may repeat this process up to 5 times, or until you issue an order that cannot be followed by another (e.g. the 'Cover this direction' order).

## The Order List



*Here are all the orders that you can issue your Terminators with:*

**Advance:** This is the most basic order. The Terminator will walk forwards to the point you have selected on the Scanner.

**Retreat:** The Terminator will move backwards to the specified point, ready to lay down suppressing fire on any pursuing enemies.

**Overwatch:** The Overwatch order is a crucial factor in determining your success. What it basically decrees is that any non-active Terminator (i.e. one not under your direct control) detecting an enemy in his vicinity will turn to face it and attack it until the threat is destroyed. Overwatch is considered to be an on/off state: a Terminator issued with an Advance order will still stop and attack any enemy he detects. All your Terminators commence a mission with Overwatch ON. The only time you will need to issue the Overwatch order is if you wish to turn it off, so a Terminator will act irrespective of any potential threat. For example, you might want a Terminator to move to a point without stopping, or a Heavy Flamer-carrying Terminator to ignore any Genestealer he sees as a possible target, saving ammunition.

**Cover Direction:** A Terminator given the Cover Direction order will stay stationary, and cover the direction in which he is facing. Any enemy he sees in that direction, he will shoot at. Cover Direction is similar to Overwatch, except that a Terminator focuses on one direction unless he really has to defend himself (e.g. a Genestealer approaches him from behind). Cover Direction is more efficient than Overwatch, as a Terminator will detect and deal with enemies selectively, allowing a Squad Commander to establish fields of fire. This order is very useful for covering corridors, establishing a strong point and keeping the heat off Terminators engaged in crucial operations. Once you have issued this order you can not give that Terminator any more orders until you choose to change his function.

**Pick Up:** This order commands a Terminator to move to an object and pick it up. It is issued by positioning the cursor on the object icon on the Scanner (a yellow circle) and issuing the order.

**Drop:** The opposite of the Pick Up order, the Terminator will move to the point indicated on the Scanner and drop the object in his inventory.

**Open Door:** The Terminator will move to and open the closed door you have indicated with the cursor on the Scanner.

**Close Door:** The Terminator will move to and close the door you have indicated with the cursor on the Scanner.

**NOTE:** With the Open/Close Door commands it is very important that you position the cursor correctly; the side of the door that you position the cursor is the point the Terminator will walk to before performing the action. With Open Door, this can lead to your Terminator taking a massive detour to open the door from the other side, whereas with Close Door you can find yourself shutting a door behind you and exposing yourself to Genestealer attack.

**Follow:** The Terminator will follow his fellow Terminator that you have indicated with the cursor on the Scanner.

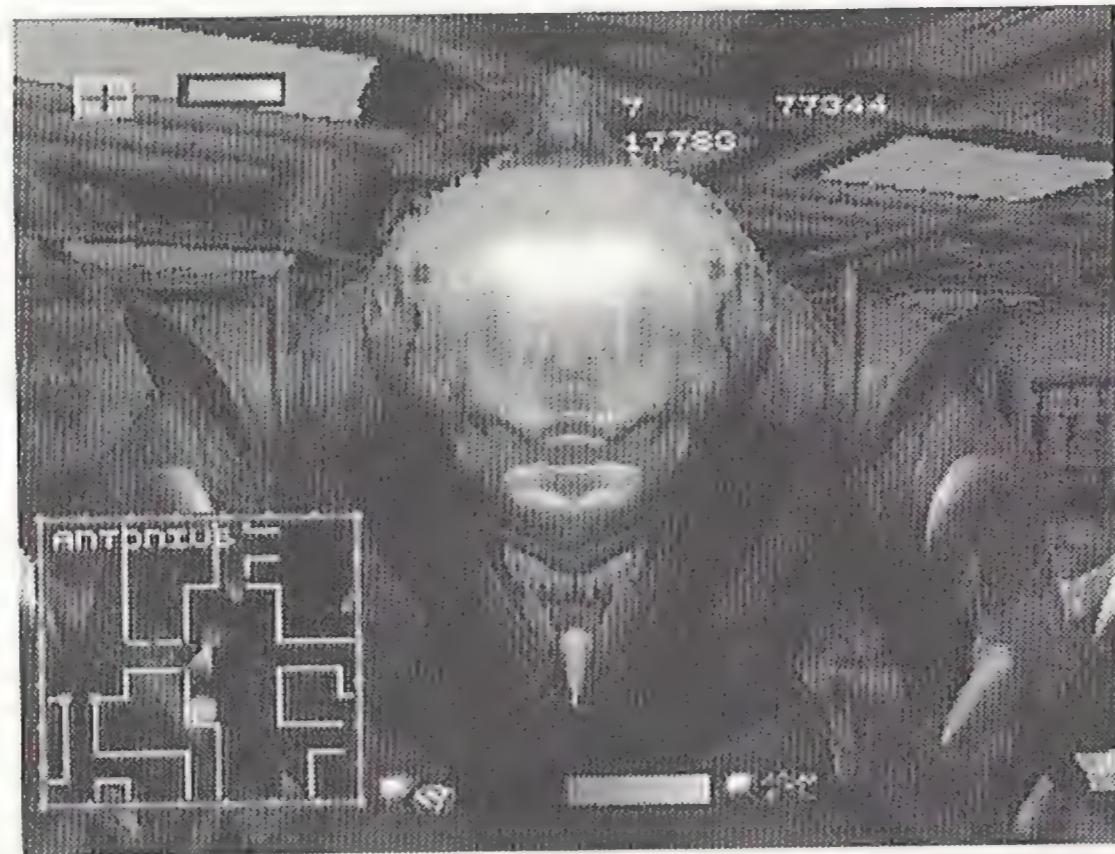
**Search Area:** A Terminator will go to a specified area and report any objects or items of interest that he can see.

**Use Weapon:** The weapons a Terminator is carrying will also appear on the Orders list. Issuing a Use Weapon order of the specific type will cause the Terminator to move to the point indicated on the Scanner and employ that weapon. This order can be used to have a Terminator use his Heavy Flamer on a specific area, or use his Chain Fist to cut through a bulkhead.

**Self-Destruct Weapon:** This option is only available to Terminators equipped with a weapon capable of self-destruct, i.e. a Thunder Hammer or a Heavy Flamer. It appears as a Weapon icon with a green mark on it. For details of the effect of self-destruct, consult the relevant weapon descriptions in the *Weapons* section.

## ENEMIES

### Purestrain Genestealers



The pure form of the alien race, these are the enemies that you will most commonly encounter. Cased in an exceptionally hard carapace that can turn aside Storm Bolter shells and resist the mighty blow of a Power Glove, these creatures are nevertheless incredibly fast. They have six limbs; standing on two hooved feet, they have a pair of quasi-human arms with hands, and a much larger set of incredibly muscular arms each tipped with three unnaturally sharp claws. The power of a slash from one of these limbs is such that it can easily tear through the plasteel of a Terminator's armor.

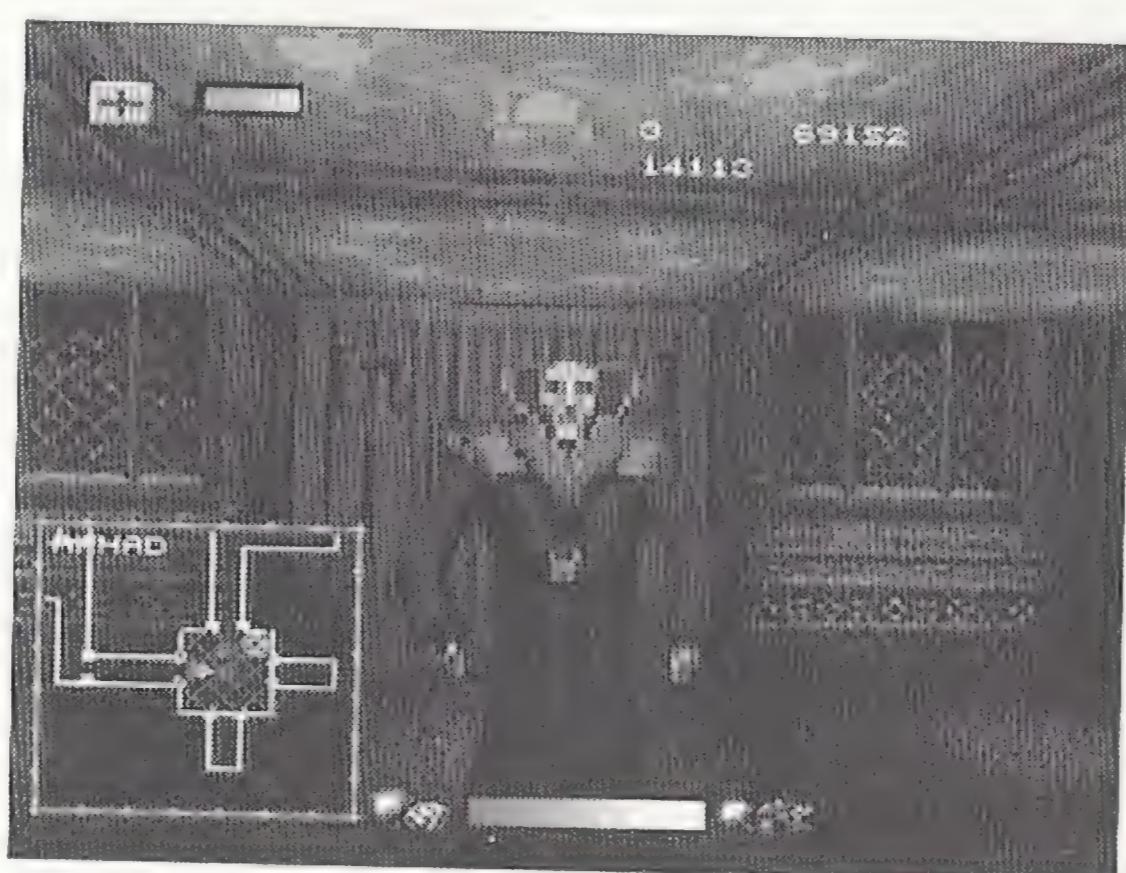
### Hybrids





A Hybrid is the offspring of a host species infected with Genestealer genetic material. In the case of humans thus infected the offspring is humanoid in appearance, but with a pale mauve skin coloration. The head is bulbous, and full of sharp teeth. Unlike Purestrains, Hybrids usually have only two arms, although a residual third arm is sometimes in evidence. Hybrids are nothing like as ferocious or able as their Purestrain brethren in combat, but their human heritage imparts them with the ability to understand and use weaponry. The Hybrids you encounter will be armed with Bolters, lesser versions of the Storm Bolter carried by Terminators.

## Magus



By the time a Hybrid brood has reached the fourth or fifth generation the inherent human potential to develop psychic powers sometimes makes itself felt. At this stage of development the Hybrid is practically indistinguishable from a human, although give-away signs such as preternaturally sharp teeth and a very faint mauve tinge to the skin still persist. Hybrid psykers are known as Magi (singular Magus), and are extremely intelligent and dangerous opponents. Imperial psykers have detected discharges of psychic energies on the Space Hulk, indicating that Magi may be present. If they are encountered, Terminators should be aware of the following possible threats:

### Aura

This psychic faculty shields the user in a hazy dome of psychic energy, rendering the Magus immune to physical attack. It takes relatively little effort on the part of the psyker to maintain, and powerful Magi can maintain this defense for long periods of time. The only upside is that while the Aura is deployed no offensive action can be made on the part of the Magus.

### Hellfire

By focusing his thoughts for a few seconds a Magus can give vent to his seething internal rage and hatred in an explosive burst of psychic energy, transforming the surrounding

# SPACE HULK

area into a fiery inferno. These flames burn with a supernatural intensity, capable of melting armor in an instant.

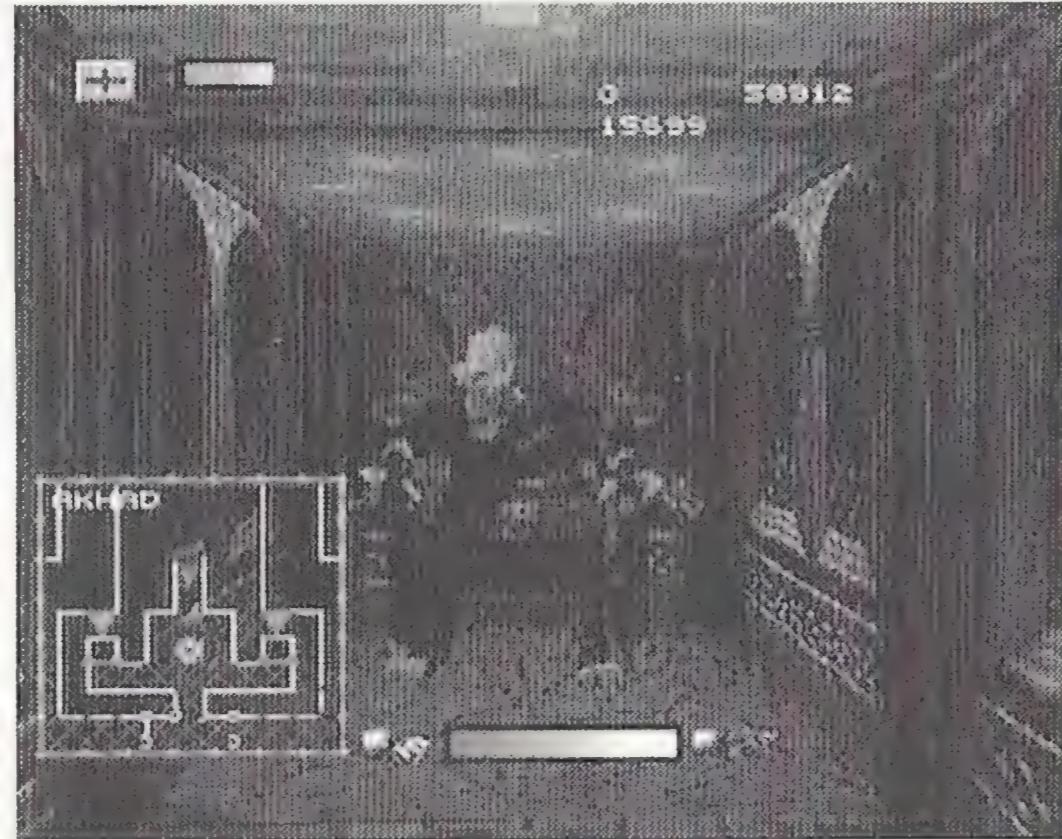
## Jinx

A Magus may elect to use his psychic powers to affect the workings of a piece of machinery. In a Terminator's case this is usually his projectile weapon; a Storm Bolter or Assault Cannon thus affected will either fire massively off-target or else not work at all, whereas a Heavy Flamer may even explode if a Terminator tries to use it when Jinxed.

## Teleport

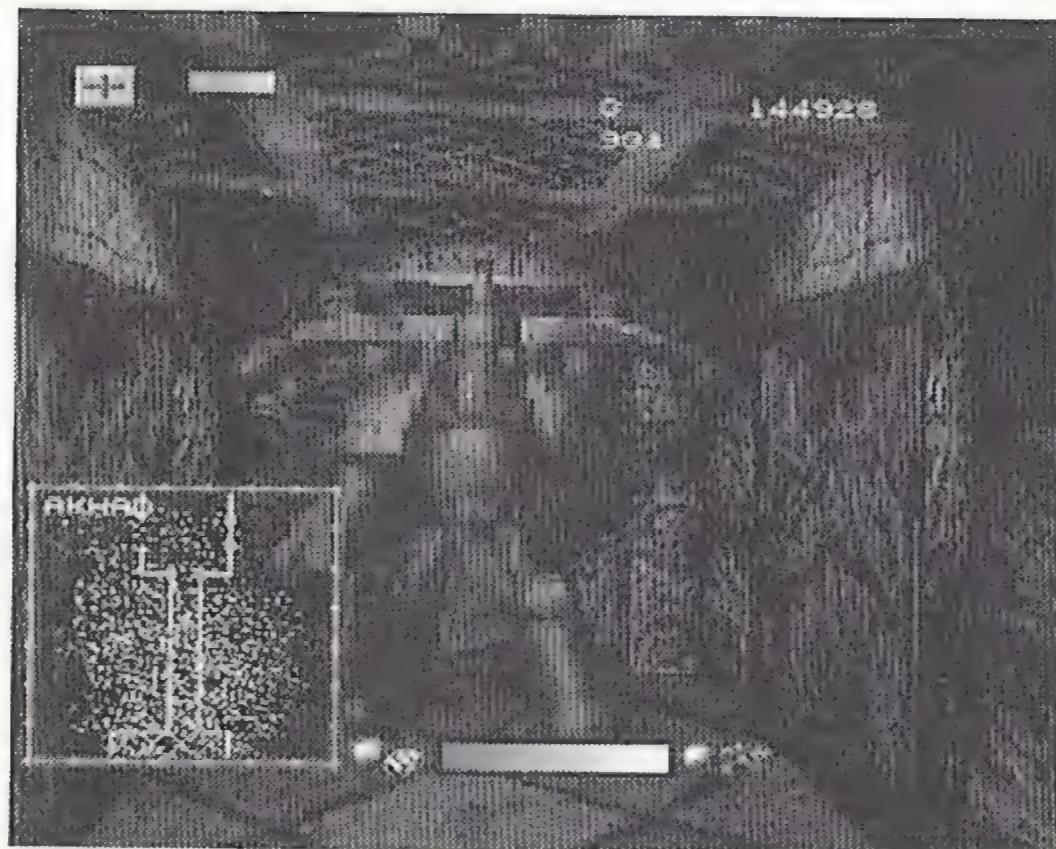
If threatened, a Magus may choose to expend a huge amount of psychic energy by flipping himself briefly in and out of warpspace: he will fade into nothing, only to appear elsewhere on the Space Hulk. The energy expenditure is so great that even the most powerful Magus is unable to perform this action more than a couple of times in one encounter.

## Patriarch



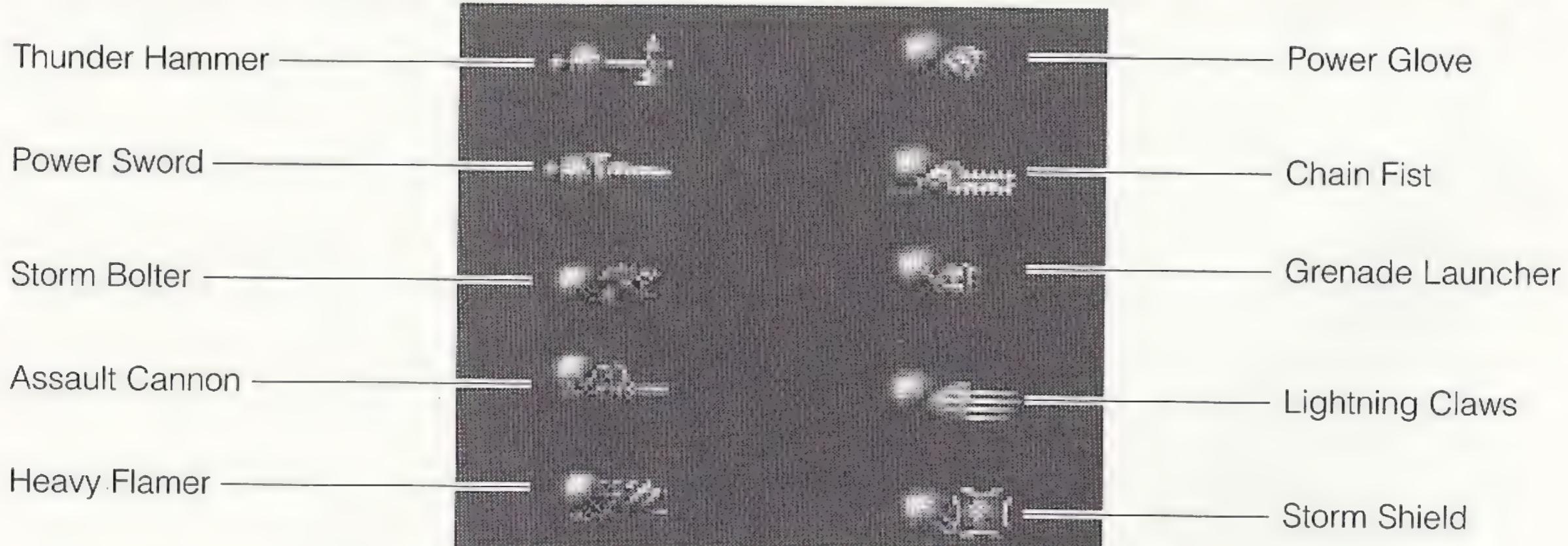
Genestealers are extremely hierarchical creatures, a trait fostered by their brood telepathy. Genehosts revere Hybrids, Hybrids revere Purestrains, and Purestrains revere their Patriarch. The Patriarch is an ancient Purestrain, the progenitor of extended Hybrid clans, and the psychic monitor of the brood. As a result of this extensive psychic activity, Patriarchs often grow fat and immobile, lounging on a makeshift throne as their Psyches drift amongst the minds of their brethren. Their focus on their psychic potential means that they are the only Purestrains to develop active psychic potential, acquiring the powers of Jinx and Hellfire. The pyramidal structure of Genestealer collective consciousness means the Patriarch has a huge pool of psychic energy to draw upon, allowing these abilities to be employed at an extremely powerful level. The Patriarch is an awesome foe to encounter, and his threat is compounded by the fact that, should he be threatened, he will summon every Genestealer within range to his assistance.

## Chaos Space Marines



Space Marines are undyingly loyal to their Emperor. However, many thousands of years ago, the Emperor's authority was challenged by his right-hand man, Warmaster Horus, who had fallen prey to the evil influence of Chaos. Many Space Marine Legions sided with Horus, unwittingly influenced by the lure of Chaos. The Emperor eventually defeated Horus and his cohorts, but many of the Chaos Space Marine Chapters survived, allying themselves with the Galaxy's more evil elements. It is therefore possible that you may encounter some Chaos Space Marines on the Space Hulk, uneasy allies of the Genestealers, following as they do their own twisted machinations. They will be wearing powered armor, which is not so effective as the Terminator armor of your warriors. Armed with Bolters similar to those carried by Hybrids, they are fearsome foes; perhaps individually weaker than Terminators, in numbers their combat skills may well overwhelm you. It is your duty to eradicate these treacherous heretics wherever you find them.

## WEAPONRY



## PROJECTILE WEAPONS

### Storm Bolter

This is the standard armament for all Terminators. Essentially it is a double-barreled automatic projectile weapon, firing large explosive slugs known as "bolts." These are designed to explode after penetrating the skin of any enemy, causing horrendous trauma to the unfortunate victim's insides. A Storm Bolter is loaded with so many of these bolts that its ammunition is considered to be unlimited in any one mission; however, excessive use can cause the Bolter to heat up and jam momentarily, indicated by the Bolter icon at the bottom of the screen becoming highlighted in red. Once the Bolter is allowed to cool down the jam will clear, allowing the Terminator to lay waste once again.

### Heavy Flamer

It is usual for one Terminator in each squad to mount a heavy weapon in place of his bolter to support his Storm Bolter carrying brethren. The most common weapon to be carried is the Heavy Flamer, a very powerful flame-thrower capable of setting large parts of the Space Hulk alight. Tactically, its value is very great, as many missions require certain areas to be set aflame, and so the Heavy Flamer-carrying Terminator should be protected at all costs. Another factor is the limited ammunition a Heavy Flamer can carry; so much fuel is required for one burst that only six shots can be carried at any one time. Even a small amount of front-line action is likely to leave the Terminator armed only with his Power Glove, and very vulnerable to Genestealer attack. Fortunately, there is the opportunity to find more reloads as your squad proceeds through the Space Hulk. A Terminator armed with a Heavy Flamer also has the opportunity, should his position be hopeless, to self-destruct the weapon, utilizing all the remaining fuel for one huge explosion, taking as many enemies with him as possible. The Terminator is automatically killed.

### Assault Cannon

The other heavy weapon common in the Terminator arsenal is the assault cannon, a large motor-powered rotary cannon capable of spewing explosive tipped rounds in 10 shot bursts. Its power is such that it can destroy doors and bulkheads with ease, as well as shredding any Genestealer unfortunate enough to stand in its path. Unfortunately, its ammunition expenditure is so prodigious that only 50 bursts of 10 rounds can be carried at any one time; however, as with the Heavy Flamer, extra reloads are located throughout the Space Hulk. It is possible to employ the Assault Cannon in a strafe mode; holding down **RIGHT SHIFT** and pressing **A** will fire five bursts in a



spread, a tactic which is very effective when heavily outnumbered or faced with a corridor full of Genestealers.

## Grenade Launcher

Experienced and senior Terminators are entitled to carry a tertiary weapon in addition to Power Glove and Storm Bolter: the Grenade Launcher. Mounted in the Power Glove, it carries six impact-detonating fragmentation grenades. These can be fired in the same way as any other projectile weapon, exploding wherever they hit, and scattering high velocity fragments in a wide area. These grenades are easily capable of killing a large number of Genestealers in one fell swoop, and are of great use in countering the Genestealer tactic of massing their numbers out of line-of-sight before charging down a lone Terminator. The point of impact can be altered by using the Look Up/Look Down commands to aim at the floor or ceiling, and the weapon is triggered by pressing **B**.

# **CLOSE COMBAT WEAPONS**

## Power Glove

The Power Glove complements the Storm Bolter as the other half of the standard Terminator armament. Essentially, it is a large and extremely powerful hydraulic fist that also contains a powerfield device, which surrounds the Power Glove with an aura of crackling energy. This combination of strength and energy makes a Terminator an extremely potent foe in close quarters combat, giving him a chance of victory even against the furious assault of a Genestealer. The combination of Storm Bolter and Power Glove makes the Terminator an awesome combat force both at range and in a mêlée.

## Chain Fist

One of the problems Terminators encounter on Space Hulks are impassable bulkheads. To cope with this problem the Adeptus Mechanicus designed the Chain Fist. It comprises a Power Fist mounting a large, heavy duty chainsaw. The Power Glove's generator encases the chainsaw in a powerfield, making for an extremely effective cutting tool, perfectly adequate for carving through armor plate. In combat, however, it is too unwieldy to be truly effective, and Chain Fist-equipped Terminators have little better survival statistics than those equipped with Power Gloves.

## Power Sword

Terminator Sergeants and Captains usually carry a Power Sword in place of the more usual Power Glove. Basically, it is a sword that contains a powerfield device similar to the one installed in a Power Glove. The field generated

around the weapon's blade makes it incredibly sharp, so that it can slice through armor or a Genestealer's chitinous carapace with ease. The Power Sword is a weapon of honour and reverence, which is why it is generally carried by experienced and proficient senior Space Marines. A blazing Power Sword is a deadly close-quarters weapon, a match even for the slashing claws of the Genestealer brood.

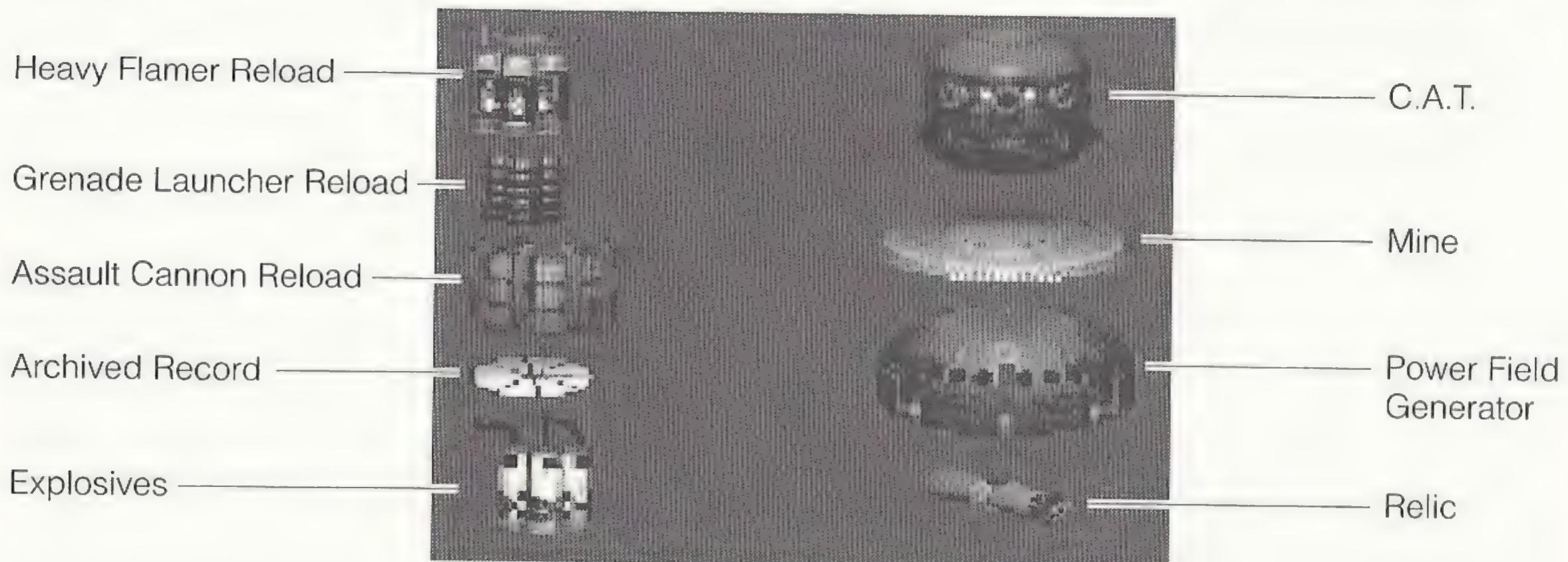
## Thunder Hammer and Storm Shield

In certain circumstances a Terminator Squad Commander may elect for one or more of his squad to dispense entirely with his ranged weapons and instead carry one of two special close combat weapon combinations. This is especially true when Terminators are fighting Genestealers, who are more than a match for normal Terminators in hand-to-hand combat. The first of these special combinations is the Thunder Hammer and Storm Shield. In place of his ranged weapon the Terminator carries a large hammer that contains a powerfield device similar to the one in the Power Glove or Power Sword. However, instead of powering a constant energy field around the weapon as normal, this generator is programmed to discharge a massive release of energy only when the head of the hammer is smashed against a foe. This conservative expenditure of energy means that the Thunder Hammer's blow strikes with a far greater destructive force than either Power Glove or Power Sword. The Thunder Hammer is complemented by the Storm Shield, a large cruciform shield that utilizes power sources inside the Terminator's armor to generate a protective energy field. Of course, the absence of a ranged weapon in this combination may mean that a lone terminator might find himself swamped by Genestealers with no chance of defeating them all. In such a situation he has the option of discharging all of his remaining energy in one thunderous explosion. This discharge will automatically kill the Terminator himself, but the concomitant casualties inflicted upon the enemy could prove to be decisive.

## Lightning Claws

Instead of a Thunder Hammer and Storm Shield combination a Squad Commander may elect to equip one of his squad with Lightning Claws. These consist of four claw-like blades mounted on each arm, each blade being sheathed in a powerfield as with other Terminator weapons. A slash from one set of these claws could be compared to being hit by four Power Swords at the same time, and as the Terminator carries two sets of these claws, he becomes an awesome force in close combat. Naturally, they take a good deal of skill to use properly, but in the right hands Lightning Claws allow a Terminator to fight even more effectively than a Genestealer.

## OBJECTS



Some missions will commence with your Terminators equipped with certain key objects necessary for the completion of your task, and from time to time you will encounter objects in the Space Hulk which may help or hinder you in your mission. Objects can be picked up or placed down using C. Objects you are likely to encounter include the following:

### Heavy Flamer Reload

Picking up this will give a Terminator with a Heavy Flamer another six shots.

### Grenade Launcher Reload

Picking up this will give a Terminator with a Grenade Launcher another six shots.

### Assault Cannon Reload

Picking up this will give a Terminator with an Assault Cannon another fifty shots.

### Power Field Generator

This useful piece of kit consists of a larger version of the Power Field devices found in Power Gloves and Power Swords. It projects a large conical Power Field which is impassable by Genestealers or Terminators. This can be very useful for blocking off Genestealer entry points, or covering the backs of Terminators by sealing off areas of the Hulk you've already explored. It activates as soon as it is placed on the ground.

### Sequentor Module

The sequentor module is an essential part of a warp drive engine, which governs the course of the ship as it powers through the dangers of warp-space. Safeguards in every warp engine prevent activation if a sequentor module is not present.

# SPACE HULK

## Explosives

Some missions require the placement of explosive charges in key positions. Be careful not to shoot these objects as they will explode violently, killing any Terminator in the vicinity.

## Mines

Some parts of the Hulk are littered with semi-autonomous smart mines, programmed to detonate in the presence of certain enemies; some of them are programmed to detonate in the presence of Terminators, whereas others will detonate once they detect a Genestealer in the vicinity.

## C.A.T.

C.A.T. stands for Cyber Altered Task unit; it is an autonomous self-mobile drone with a number of programs, used for performing tasks such as investigation, maintenance, information acquisition, etc., in environments difficult or dangerous for Terminators to access.

## Switch

Some missions require a certain number of Switches to be turned off or on, deactivating doors, sealing airlocks, and activating machinery in other parts of the Hulk. A Switch is activated by pressing C while facing it, much as you would pick up an object. The Switch will light up, indicating that it has been activated.

## CREDITS

Developed by: Key Game

Game Design: Nick Wilson, Kevin Shrapnell, Andy Jones

Original Board Game: Richard Halliwell, Games Workshop Studio

Original Programming: Nick Wilson, Mike Richardson, Tony Summerhayes

Music and Effects: James Hannigan, Adam Pracy

Graphic Design: Andy Jones, Chris Perigo, Chris Hubbard

Additional Artwork: Games Workshop

Saturn Programming: Mark Rabjohn, John Stephens, Peter Harrap

Producer for Krisalis: Tony Kavanagh

Audio: Trevor Davis, Chris Nicholls, Ashley Richardson

Video: Jason Lord

Game Testing: Matt Price, Darren Potter

Quality Assurance: Robert Lew Jr.

Marketing: Clive Downie, Simon Etchells, Albert Penello

Documentation: Matthew Miles Griffiths

Documentation Layout: Corinne Mah

Package Art Direction: Linda Hunnicutt

Package Design: Lori Leahy

Published by: Electronic Arts

Assistant Producer: Alex Camilleri

Producer: David Amor

Executive Producer: Joss Ellis

## **ELECTRONIC ARTS LIMITED WARRANTY**

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### **NOTICE**

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts  
Customer Warranty  
PO. Box 7578  
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. [If 900# is in manual: No hints or codes are available from (415) 572-2787. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.] **EA Tech Support Fax:** (415) 286-5080

# SPACE HULK

## HOW TO REACH US ONLINE

**CompuServe:** Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237

**America OnLine:** Send e-mail to ELECARTS

**Internet E-mail:** support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 75c per minute (95c for first minute).

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only.

© 1996 ELECTRONIC ARTS

Space Marine, DeathWing, Genestealer and the Games Workshop logo are registered trademarks of Games Workshop Ltd. Space Hulk, Blood Angels, Assault Cannon and Lightning Claws are trademarks of Games Workshop Ltd.

Freeze Time is a trademark of Electronic Arts.

Unless indicated otherwise, all software and documentation is © 1996 Electronic Arts. All rights of the publisher and copyright owner reserved. These documents and program code may not in whole or part be copied, reproduced, hired, rented, lent or transmitted in any way nor translated or reduced to any electronic medium or machine readable form without the express written permission of Electronic Arts Ltd.

The Exclusive copyright in the artwork in this product and in the images it depicts is the property of Games Workshop Limited (c) copyright Games Workshop Limited 1996.

Software and documentation © 1996 Electronic Arts. All rights reserved.

### Patent numbers:

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244;

Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999

# SHOCKWAVE ASSAULT™

## NOW AVAILABLE

### THE ASSAULT HAS BEGUN

A vast armada of Alien Warships is unleashing a deadly assault on the Earth. Taken by surprise, Earth's forces are crushed and only a small unit of experimental fighters have survived. Use all of your piloting skills to drive the Alien invaders out of Earth's cities, past the Moon and back through the mysterious JumpGate from which they came!

#### KEY FEATURES

- Intense, high-speed combat action.
- Photo-realistic real-world locations and landscapes.
- 50+ minutes of broadcast quality video.
- Stunning Gouraud shaded 3D terrain.
- Mission Checkpoints allow you to continue mid-fight.
- Over 15 missions based on aerial photographs, from the deserts and jungles of Earth to the craters of the Moon.

Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404-2064

Shockwave and The Electronic Arts Logo are trademarks of Electronic Arts. All rights reserved. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only. Security Program © SEGA 1994 All Rights Reserved. Made and printed in the U.S.A. All rights reserved. 769305

Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076 Europe No. 80244; Canada No. 1,082,351; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999



ELECTRONIC ARTS®

KIDS TO ADULTS™



CONTENT RATED BY  
ESRB